

Claims

We claim:

- Sub A3
1. A method for operating a digitizer comprising the steps of:
receiving user input;
classifying the user input by using at least one of a time threshold and a movement threshold; and,
performing an action based on the user input.
- Sub B1
2. A method of classifying a user's input to a computer comprising the steps of:
receiving a user's input;
classifying the user's input as one of a stroke, a tap, a hold, or a hold and drag based on at least one of the input satisfying a first move threshold, a time threshold, and a second move threshold.
3. The method of classifying a user's input according to claim 2, wherein said classifying step is based on at least two of the input satisfying said first move threshold, said time threshold, and said second move threshold.
4. The method of classifying a user's input according to claim 2, wherein said classifying step is based on the input satisfying said first move threshold, said time threshold, and said second move threshold.
5. The method of classifying a user's input according to claim 2, wherein, if said input satisfies said first move threshold, the input is classified as a stroke.

6. The method of classifying a user's input according to claim 2, wherein, if said input does not satisfy said first move threshold and said input does not satisfy said time threshold, the input is classified as a tap.

7. The method of classifying a user's input according to claim 2, wherein, if said input does not satisfy said time threshold and said input does not satisfy said second move threshold, said input is classified as a hold.

8. The method of classifying a user's input according to claim 2, wherein, if said input does not satisfy said time threshold and said input satisfies said second move threshold, said input is classified as a hold and drag.

9. A method of classifying a user's input to a computer comprising the steps of:
receiving a user's input;
classifying the user's input as one of a stroke, a tap, a hold, or a hold and drag based on at least one of the input satisfying a move threshold and a time threshold.

10. A method of implementing a stroke input to a computer comprising the steps of:
determining whether said stroke input started on a draggable object;
determining whether said stroke input satisfies a drag threshold;
in response to said first determining step and said second determining step, dragging said draggable object.

11. A method of implementing a stroke input to a computer comprising the steps of:
determining that said stroke input did not start on a draggable object;
determining that location of said stroke input is inkable; and,
adding ink to said location.

12. The method according to claim 11, wherein said adding ink step includes at least one of drawing, writing, or annotating.

13. A method of implementing a tap input to a computer comprising the steps of:
determining at least one of whether a location of said tap includes wet ink, whether said
5 location is in an inline space, whether said location includes a selectable object, and whether said object was previously selected; and

performing at least one of adding a dot of ink, selecting said selectable object, placing an insertion point in said inline space, or performing an action associated with said object.

14. The method of classifying a user's input according to claim 7, further comprising
10 the step of:

simulating a right mouse click.

15. The method of classifying a user's input according to claim 8, further comprising the step of:

dragging a selected object.

16. A computer-readable medium storing a program for operating a digitizer, said
15 program comprising the steps of:

receiving user input;

classifying the user input by using at least one of a time threshold and a movement threshold; and,

20 performing an action based on the user input.

17. A computer-readable medium storing a program for classifying a user's input to a computer, said program comprising the steps of:

receiving a user's input;

classifying the user's input as one of a stroke, a tap, a hold, or a hold and drag based on at least one of the input satisfying a first move threshold, a time threshold, and a second move threshold.

18. The computer-readable medium according to claim 17, wherein said classifying step is based on at least two of the input satisfying said first move threshold, said time threshold, and said second move threshold.

19. The computer-readable medium according to claim 17, wherein said classifying step is based on the input satisfying said first move threshold, said time threshold, and said second move threshold.

20. The computer-readable medium according to claim 17, wherein, if said input satisfies said first move threshold, the input is classified as a stroke.

21. The computer-readable medium according to claim 17, wherein, if said input does not satisfy said first move threshold and said input does not satisfy said time threshold, the input is classified as a tap.

22. The computer-readable medium according to claim 17, wherein, if said input does not satisfy said time threshold and said input does not satisfy said second move threshold, said input is classified as a hold.

23. The computer-readable medium according to claim 17, wherein, if said input does not satisfy said time threshold and said input satisfies said second move threshold, said input is classified as a hold and drag.

24. A computer-readable medium having a program for method of classifying a user's input to a computer comprising the steps of:

receiving a user's input;

classifying the user's input as one of a stroke, a tap, a hold, or a hold and drag based on at least one of the input satisfying a move threshold and a time threshold.

25. A system for acting on user input to a computer comprising:

a stylus;

a digitizer including a display;

a processor;

wherein said digitizer receives a user input via contact between said stylus and said digitizer and wherein said processor classifies the user input by using at least one of a time threshold and a movement threshold and wherein said processor performs an action based on the user input.

26. The system according to claim 25, wherein said processor classifies said user input as one of a tap, a stroke, a hold, and a hold and tap.

27. The system according to claim 25, wherein said action outputs information to said display.